Ouick Reference Guide for iGesture Products

Mouse - Substitute left hand if desired.



Point - Touch & slide any two adjacent fingertips, or optionally slide all five



Click - Lightly tap any two adjacent fingers



Double Click - Tap three adjacent fingertips



Right Click - Tap thumb, middle, & ring fingers



Drag/Select-Touch & move three fingers



Scroll - Touch & slide up/ down four fingers



Zoom In/Out-Touch & expand/contract thumb & four fingers

Text Cursor





Arrows - Touch & slide any one finger



PgUp/PgDn-Spread four fingers, touch & slide up/ down





Home/End - Spread four fingers, touch & slide left/right



Text Select - Spread three fingers, touch & slide up/down or left/right



Tab/BkTab. Thumb and finger touch & slide right/ left -- be quick for single tab

Internet Browsing - Use fingers shown.





Back/Forward - Touch & slide left/right thumb & three fingers. Keep thumb away from fingers.



Refresh/Replace - Touch thumb & 3 fingers and slide down.

Number Pad -Enable with NumLock

Typing - Lightly tap key symbol.



File Operations - Use fingers shown, either hand.





Open - Touch & rotate CCW thumb & three fingers



Start



Close - Touch & rotate CW thumb & three fingers

End





Save - Touch & contract thumb & three fingers



Start



New-Touch & expand thumb & three fingers

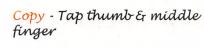
Editing



Enter - Spread then tap thumb & pinky finger



Cut - Touch & pinch thumb & middle finger





Paste - Touch & expand thumb & middle finger



Undo/Redo-Touch & slide up/down thumb & middle finger, quick for single step



Find - Touch & pinch thumb, middle, & ring finger



Group or Search Again Touch & rotate thumb, middle & ring fingers

Open Desktop-Spread

thumb & three outer fin-

gers, touch & rotate CCW

Application Control

Spread thumb and fingers - start with fingers near edges.



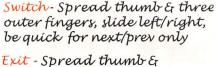












three outer fingers, touch & rotate CW

Web site: www.fingerworks.com

iGesture Game Mode Guide (ver 1.18)

Configuring for Game Mode

- ≈ iGesture Pad customers must use the Feature Selector control panel in the MultiTouch Utilities to enable and configure Game Mode.
- on the iGesture Numpad, iGesture Mini, iGesture Keyboard, and iGesture Retro, the config gesture lets vou customize your unit by holding fingers in all four corners for 1 second. (Always do this in a text window to see resulting messages).
- Before using game mode the first time, you must , then press $\langle Shift \rangle G$ or Pause.
- Pinky key/button actions can be toggled off/on by , then touching Period (.) key.
- ∠ Both thumb and index triggers are always available--just use one base pointing chord or the other.

Entering and Leaving Game Mode



Activate Game Gestures

To activate game mode, press your palm heel on the center of the surface and slide them forward. The normal gesture set will be disabled and replaced with the game gestures shown below. Keys will be more responsive than normal but will not activate if more than one finger touches a surface half. To restore normal operation, you must remember to reverse these gestures, pulling both palm heels toward you!



Deactivate Game Mode

Point and Fire

Allows simultaneous control of the mouse pointer and pressing of fire buttons.

Thumb Trigger

Index Trigger

Mouse4



Pointing Only



Pointing + Mouse1 (left mouse button)



Pointing + Mouse2 (right mouse button)



Pointing + Mouse1 + Mouse2



Pointing Only



Pointing + Mouse1 (left mouse button)



Pointing + Mouse2 (right mouse button)



Pointing + Mouse1 + Mouse2

Additional Game Button Clicks



Wheel Up



Mouse3



Mouse5



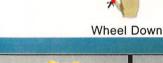
For right click and other gestures that use the thumb, try to touch with the long, flat side of your thumb rather than its tip.



For right click and other gestures that use the thumb, keep the thumb spread a couple inches from the fingertips.



Avoid exaggerated hand rotation for gestures like OPEN and CLOSE. Start with a neutral hand position and slightly twist the fingertips.



Feel free to use alternate fingertip pairs. Pointing can be done with any two adjacent fingertips excluding the thumb.



Relax. No need to press hard on the surface. A light touch works best.



Don't squeeze your fingertips together or spread relaxed and slightly separated.



Holding suspended fingers too high is fatiguing. You them far apart. Keep them can drop them on the surface after starting a point, drag, or scroll operation.



For fine scrolling, dragging, or pointing, ROLL your fingertips rather than slide them.

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